



Walking Emotions

Drama Activity
verbal

- Social form:** class / audience
- Aim:**
- expressing emotions
 - training intonation skills
 - training presentation skills
- Material/ Props:** different sentences, chair (hot seat)
- Duration:** 10 - 15 minutes
- Based on:** Elena, D. (2011): *Dramapädagogik für Englisch in der Sekundarstufe*. Buxtehude: AOL.

Procedure:

Place a “hot seat” (chair) right in the center of the classroom. Then, hand out paper slips with different sentences to the students so that each student gets one sentence. First, the students walk around with the paper slips in hand and practice the sentences using different tones and voices, miming various emotions. If a student feels ready, he/she sits in the “hot seat”, the others freeze, and the student in the center reads out his/her sentence. Encourage the other students to repeat the sentence and/or to applaud. After the presentation, the student may take another paper slip and start over, while one of the other students may take the “hot seat”.



Credible

Drama Activity
verbal

- Social form:** class / audience
- Aim:**
- collaborative experience based on a story
 - training verbal and non-verbal communication skills
 - finding out true as well as fictional aspects of an experience-based story
- Material/ Props:** none
- Duration:** 10 - 15 minutes

Procedure:

Ask two students to leave the room and create a story including true as well as false elements. The first student comes back to class and tells his/her version of the story. Then, the class asks questions. Set a limit of three to five minutes for the questioning. Afterwards, the second student comes back to class and tells his/her version. Again, the class asks questions about the story. Comparing the answers of both storytellers, the class decides which aspects of the story were true and which were false. The storytellers confirm or deny those guesses (“Yes, you’re right. I’ve made that up”, “I’m afraid you’re wrong. This was correct.”)

Variation:

You can provide a short text to trigger the initial creation of a story.